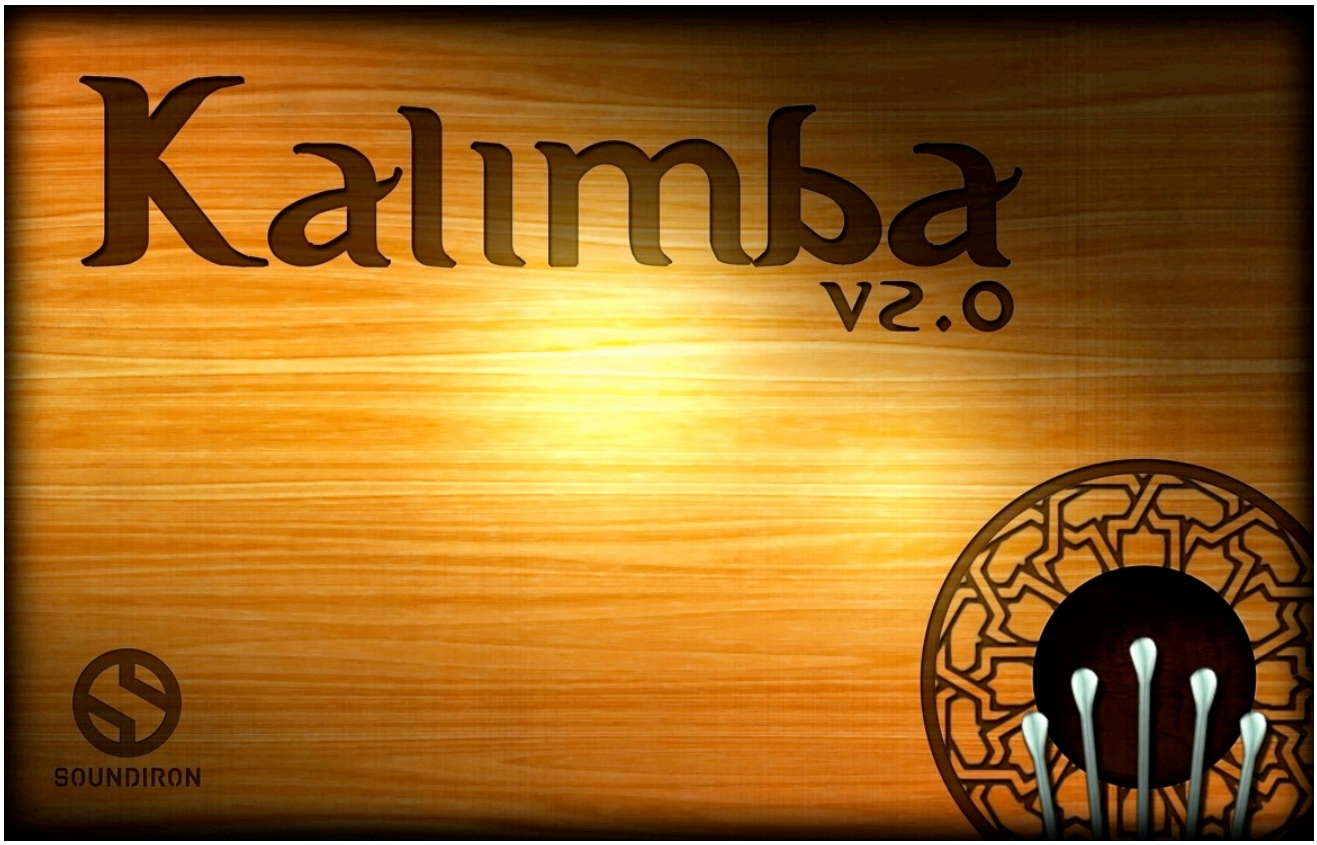

Welcome to Kalimba

Also often called a thumb piano, the Kalimba is a modernized version of the ancient African Mbira. It has a humble, melodious percussive plucking sound with a marimba-like warmth and tonal body. It is often used in conjunction with pianos and other tuned percussion instruments to add a sharper attack and playfulness to the sound. Our instruments were made of wood and coconut shell, with hammered steel tines suspended over their sound holes. The notes span about an octave and a half for the smaller of our two instruments and over two octaves for the larger kalimba.

We recorded them in 3 different environments: Up close in a dry recording studio; at medium distance in a small bright chamber; and in a large, long linear hall, at close (1 meter) and far (15 meters) microphone distances. We call it "The Bunker", because that's exactly what it really is – a deep underground World War 1-era artillery bunker. It's one of our favorite locations, used for some parts of the Rust 2 library and several other instruments in our collection. The dry recording was done with a stereo pair of large-diaphragm condensers at 2 inches away in a very dry space. You'll hear a little bit of wood scuffing and creaking. We think those elements help to give the instruments a truer life-like sound and feel.

We've also added 62 unique soundscapes, pads, atmospheres and drones to the library, each crafted by manipulating the source recordings with a variety of proprietary sound design techniques we've developed. These ambiences make ideal accompaniment to the acoustic portion of the Kalimba library, due to the naturally sonic properties shared between them. All of it is wrapped up in a customizable performance control system, with lots of sound-shaping tools, arpeggiation sequencing and flexible DSP effects, such as convolution, EQ, resonant filter, chorus, flanger, phaser, delay, amp and speaker simulation, distortion and compression.

Note: Version 1.0 of this library was originally released by Tonehammer Inc in 2009. The new version 2.0 now adds 62 new custom ambiences and atmospheric pads, a full graphical user interface with multi-layer sound blending and selection, a full range of performance shaping, mapping and tuning options and a comprehensive DSP multi-effects rack with dozens of custom convolution reverb impulses.

SOUNDIRON
Kalimba

version 2.0

5 powerful open-format Kontakt .nki instrument banks, each with a wide variety of sound sets
1098 Samples
2.05 GB Installed
24bit / 48kHz stereo wav samples (non-compressed)
5 Plucked-tine articulations and 2 Strummed articulations with up to 10X round-robin and up to 11 velocities.
62 sustaining ambient pads, atmospheres and drones
Adaptive meta-arpeggiator system and DSP Mulit-Effects Rack

Note: The full version of Kontakt 5.1 or later is required for all Kontakt presets. The free Kontakt "Player" and Libraries rack do not support this library.

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TABLE OF CONTENTS

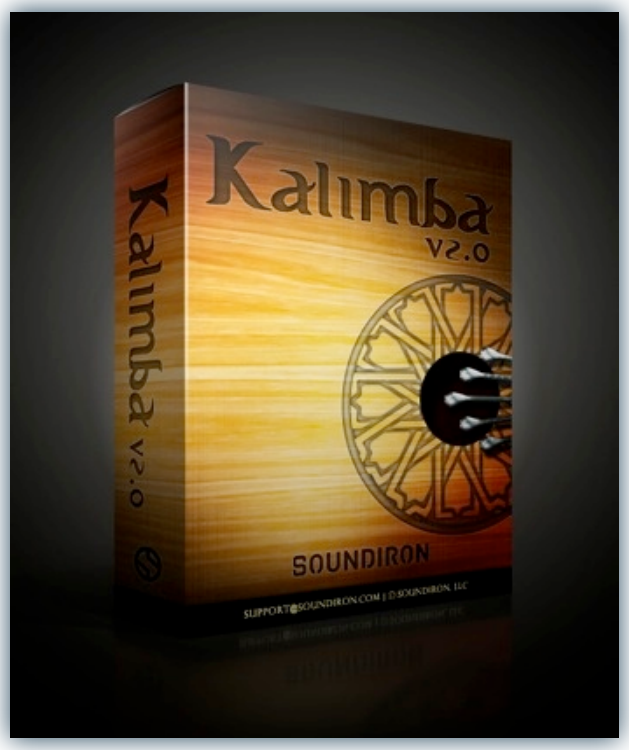
General ::
INTRODUCTION - Page 1
OVERVIEW & CREDITS - Page 2

Technical ::
AUDIO, SYSTEM REQUIREMENTS, INSTALLATION & LOADING - Page 3

User Interface ::
MASTER DUAL-LAYER GUI - Page 4
ARPEGGIATOR POP-UP WINODW - Page 5
FX RACK - Pages 6 - 8

Instrument Preset Descriptions ::
INSTRUMENT PRESETS - Page 9

Info ::
LICENSE AGREEMENT - Page 10
VERSION NOTES & THANK YOU - Page 11



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Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish. We know that it's important for many users to be able to go beyond the limitations of any one format, so we've kept this library's directories and files open for our advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

You'll need the full retail version of Native Instruments Kontakt 5.1.0 or later to use the nki presets in this library. The free Kontakt "Player" and any other version of Kontakt that came bundled with another library or software product (other than NI's full "Komplete" package) don't support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments, wav samples or libraries. Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

Fidelity

This library is in wide stereo at 48kHz / 24bit, recorded on location in both indoor studio and remote outdoor locations. Sonic impurities from outside noise, clothing and hardware movement, people, wildlife and other sounds may be present in the samples. Therefore, please keep in mind that this library isn't designed to provide perfectly sterile result. Our goal is to preserve and accentuate the natural live qualities in our instruments without overly modifying and sterilizing the recordings.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Download

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Next, copy-paste your download code from your download email into the Code box in the downloader window. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

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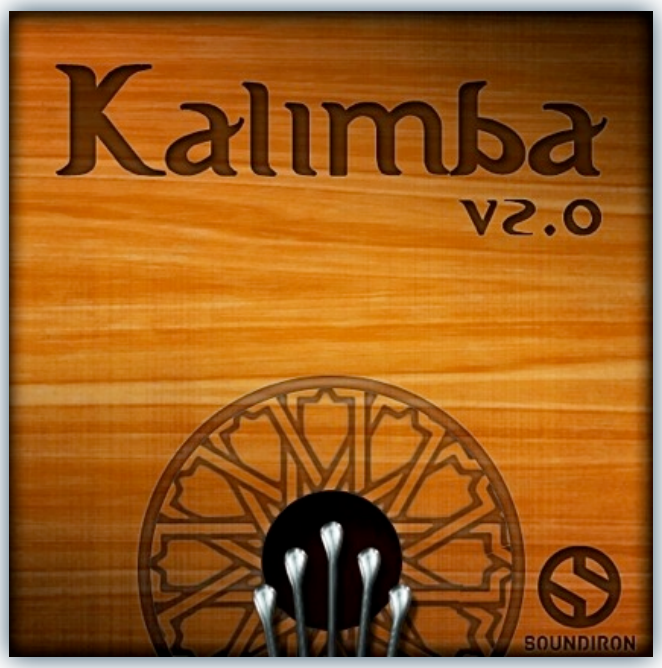
Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quickload or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow any current preset to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.



MASTER DUAL-LAYER SELECTOR PRESETS

Soundiron Kalimba/Instruments/...

This is the standard instrument interface for the Kalimba library. Each preset contains a number of different articulations or sound sets, each with a different flavor and tone. The main control interface has a full range of deep performance controls that allow complete real-time performance customization. On the left side of the screen, you will see the Layer 1 module control area. You can use the drop-down menu to select any of the available articulations or sound types and load it instantly. You can then use any of the controls to shape the sound for that layer. You can also add the second layer by using the Layer 2 module controls located on the right side of the screen. You can overlap their key ranges to blend the sounds or separate them into independent keyboard zones.

Each of the two fully independent layer modules has its own swell, attack, offset, release, pitch, pan and velocity attenuation control. You'll find the ARP pop-up panel to generate dynamic arpeggiation and percussion roll simulation (See Page 5). The FX Rack page includes plenty of effects, including EQs, filters and compressors, amp simulation, chorus/flange/phase and convolution reverb (See Page 6). And You can assign a midi CC to any knob, button or slider by right-clicking it, pressing the "Assign Midi CC" pops-up and moving any midi controller.

Instrument Sound Selection Menu
This drop-down menu selects the individual articulation that you would like to load into the module. You can automate the current selection with a midi CC to switch between articulations in real-time. Just right-click (command-click on OSX) on the "SELECT" label above the menu, then click on the "Assign Midi CC" pop-up that appears and move any midi CC assigned to the same channel as the instrument. To turn off and bypass a module, select **Off**.

Swell - (CC72 & 73)
This smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or shape dynamic rolls, crescendos and decrescendos over time.

Attack - (CC 74 & 75)
This controls the sharpness of attack.

Offset - (CC91 & 92)
This controls the amount of sample start offset allowing you to skip ahead into the samples. Use this to tighten articulation attacks and or to create more distant pad-like feel.

Release - (CC93 & 94)
This sets the room release time for each module. Lower values can allow you to simulate a nearly bone-dry studio sound.

Stepping (Pitch)
This shifts the pitch of sound in each module up & down by up to +/- 36 semitones. This setting is displayed in the Kontakt keyboard view as an inverted black/white key.

Pan
This allows you to place the sound in each module in your stereo field.

Velocity
This adjusts midi note velocity up or down when a note is played.

Key Range
This sets the playable midi key range for each layer. You can type in the low and high note limits for each layer. Or, you can also click the SET button next to each value with your mouse and then play a midi key to assign that note as the low or high range limit value. The playable range for Layer 1 is displayed as **Blue** keys in the Kontakt Keyboard viewer. The range for Layer 2 is displayed as **Green** keys. Overlapping range shared by both layers is displayed as **Yellow** keys.

Link / Un-Link Layers
Clicking on the chain link icon button will lock all main controls for both layers together so that each layer module shares the same value settings for each specific knob. Unlinking them allows you to customize the various parameters for each layer fully independently.

ARP POP-UP CONTROL WINDOW

The Arp pop-up panel is an advanced arpeggiation design tool included in nearly all of this library's presets. We also often call this system the "Uberpeggiator". You can choose from multiple cycling modes, chord and scale constraints, directional variables, tempos and beat divisions and even set up your own custom arpeggiation velocity step sequences. It's also great for creating simulated drum rolls with the EZ-Roll Mode. You can also save and load your own custom arpeggiation settings using the Save and Load buttons.

Mode
This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **On** sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- **Hold** sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- **Hold +-** sets it to allow new notes to be added to the automated chain of repeats.
- **EZ Roll** is a special mode that allows easy single-stroke roll creation, based on your tempo, rhythm and the amount of swing and randomization you want on the timing and velocity of each stroke. Most other controls are bypassed. You can use the velocity table or use incoming velocities "As Played".

Hits and Hit % Knobs
Hits sets the number of repeats of each note BEFORE moving on to the next note in the arp sequence, and Hit % sets the intensity fall-off rate for each repeat, before resetting for the next note.

Repeat Setting
This sets the direction of the up or down repeats.

Rhythm
This sets the speed of arpeggiation, as measured in musical time, ranging from whole bars to 128th notes. Fast settings can yield interesting results, but keep in mind that the faster the speed, the more voices you use.

Pitch
Sets the pitch up or down in quarter-tone intervals for each repeat after the initial note is pressed and it remains in a pseudo legato state as long as any key is held down. Changing this setting in real-time allows extreme stair-step effects and creative groove, tuning and beat alterations.

Note Order Menu
This drop-down menu allows you to select any number of simple or complex cycle patterns that the arpeggiation will follow as it plays through the sequence of notes you have triggered. Choosing "*As Played*" will cause it to follow the original order you played the notes in, with the newest note always added to the end of the chain.

Swing
This sets the amount of rhythmic offset (swing) between notes. Values below zero cause the notes to play ahead of the beat. Values above zero cause the notes to play after the beat.

Duration
This knob allows the user to fine-tune the length of each note. Using this, one can shorten the note to staccato-like pulses or extend them beyond the normal beat length. When used with sustaining roll articulations, this controls the length of the roll before it is released for each arpeggiated step.

Random
This knob humanizes timing parameters to loosen the performance and create more natural variation in the rhythm.

Key Selector Knob
Binds the arpeggiation **scale** you've chosen to a specific key.

Scale Selector
Binds the arpeggiation sequence to a specific scale that you can choose by turning the knob.

Free/Constrain Button
Limits and adjusts any new note to the currently selected scale and key.

Velocity Graph Sequencer
This graph allows you to draw the velocities that you want each step in your arpeggiation sequence to play at.

Reset
This button resets all steps in the graph to a default value of 0 (blank).

Steps
This setting determines the number of sequencer steps (2 - 32) that can be set with the velocity graph step sequencer.

Velocity Sequencer On/Off
The round button on the lower left corner of the Velocity Sequencer Graph window activates the sequence. When active, the arpeggiation follows the velocities that you've drawn on the graph from left to right. When it is bypassed, each note is played at the velocity that you play it at.

Save & Load
The "disk" icon button allows you to save your Arp panel settings. The "folder" icon button allows you to load previously saved Arp panel settings.

FX RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "**FX Rack**."

Effect Types and Controls

Mod Controls

The Mod FX module features Chorus, Flanger and Phaser effects.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.

Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Dynamics Controls

The Dynamics FX module is a configurable compressor.

Power Button - Toggles the effect on and off.

Threshold - This knob controls the volume threshold of the compressor.

Ratio - This knob controls the ratio of the compressor. The value is displayed to the right.

Attack - This knob controls the attack time of the compressor.

Release - This knob controls the release time of the compressor.

Makeup - This knob controls the makeup of the compressor.

FX Rack continued...

Drive Controls

The Drive FX module features a variety of distortions: Distortion, Skreamer, Tape Saturator and De-Rez (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.

Degrade - This knob (only available in De-Rez mode) control the amount of bit crushing that the Lo-Fi effect does.

Lows - This knob (when available) controls the level of low (bass) frequencies.

Highs - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Skreamer mode) controls the tone level of the Skreamer effect.

Amp Controls

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp sim.

Drive - This knob controls the amount of extra gain on the amp simulator.

Lows - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.

Highs - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles HiGain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

Cab Controls

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect..

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual mic and cab.

Size - This knob controls size of cabinet effect, effectively the size of the simulated cabinet.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.

FX Rack continued...

Delay Controls

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.

Feedback - This knob controls the feedback of the delay effect. High values can cause and endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

Reverb Controls

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects. See Page 3 for details.

Power Button - Toggles the effect on and off.

Custom Button - Turning this "On" bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt's Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

MAIN INSTRUMENT PRESET

Soundiron Kalimba/Instruments/...

Kalimba Master.nki

This master preset includes all of the multi-sampled kalimba articulations, with dry sustained plucks, dry muted plucks, dry strummed long, dry strummed short, hall close plucks, hall distant plucks and small chamber plucks. These mutli-sampled articulations can include up to 10 round-robin variations per velocity and up to 11 velocities per note. The mapping for each of them can span the whole key-range, from C-2 to G8, or you can customize the key-mapping to use any ranges you wish. It comes preloaded with two articulation layers, but you can turn either layer off to focus on a single articulation. or come up with your own combinations. **See Pages 4 - 5.**

Kalimba Lite.nki

This lite version of the master multisample preset includes fewer round-robin variations and a reduced start offset range to allow for lower resource usage and faster loading.

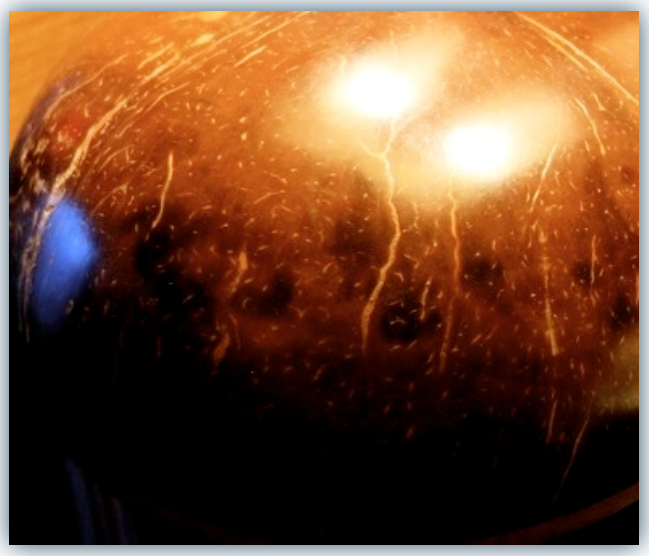
AMBIENCES & PADS

Soundiron Kalimba/Instruments/...

These are sound-designed ambience presets created by warping and manipulating the acoustic kalimba sounds with a variety of post-processing effects and techniques. They are perfect for creating background character and presence to the kalimba or can be used in any number of other creative ways. Some are roughly tuned to an approximate note, while others are purely textural and atonally ambient. **See Pages 4 - 5.**

Kalimbiences.nki

This ambient sustaining pad preset includes 40 unique tuned and dissonant soundscapes and synth-like tones, with dual layer blending and an array of sound shaping parameters and effects.



Kalimgraphy.nki

This ambient sustaining pad preset includes 12 unique deeply reverberant tonal atmospheres, with dual layer blending and an array of sound shaping parameters and effects.

Kalimbolic.nki

This ambient sustaining pad preset includes 10 unique semi-rhythmic ambiences and pulsing drones, with dual layer blending and an array of sound shaping parameters and effects.

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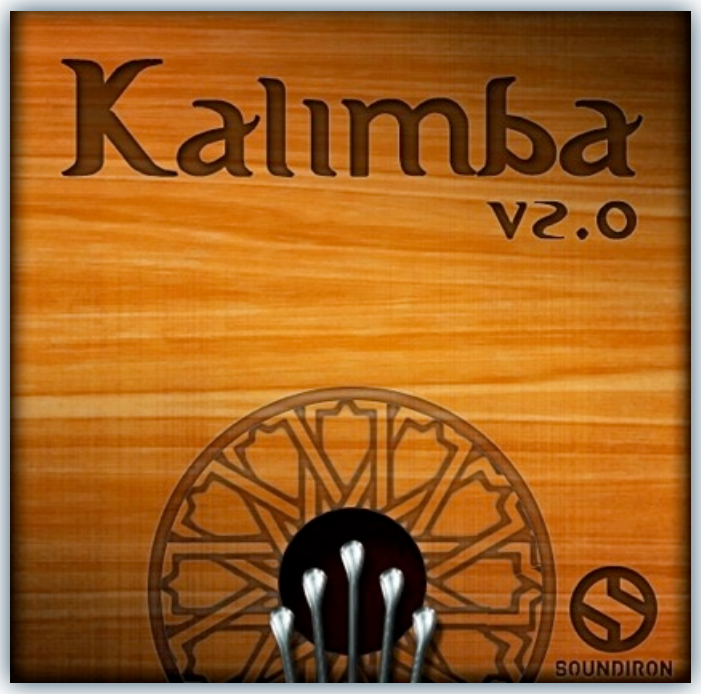
THANK YOU.

Thank you for buying the Soundiron Kalimba library, version 2.0, programmed for the Native Instruments Kontakt sampler platform. If you enjoy this creation, we hope you'll check out some of our other awesome virtual instrument libraries. If you have any questions or need anything at all, just let us know. We're always happy to hear from you.

info@soundiron.com

thanks!

Mike, Gregg and Chris



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